
Subject: Re: [SSGM 4.1 Plugin] AI Dialogue
Posted by [Neijwiert](#) on Thu, 01 May 2014 19:42:59 GMT
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iRANian wrote on Thu, 01 May 2014 11:49It works if the arguments to the script are wav file names to play, instead of the conservation audio stuff via LE.

If I would do that, then it would completely nullify the purpose of this whole plugin. The purpose of it is that it can read the actual conversation data from presets, so you don't have to hardcode anything in per preset.
